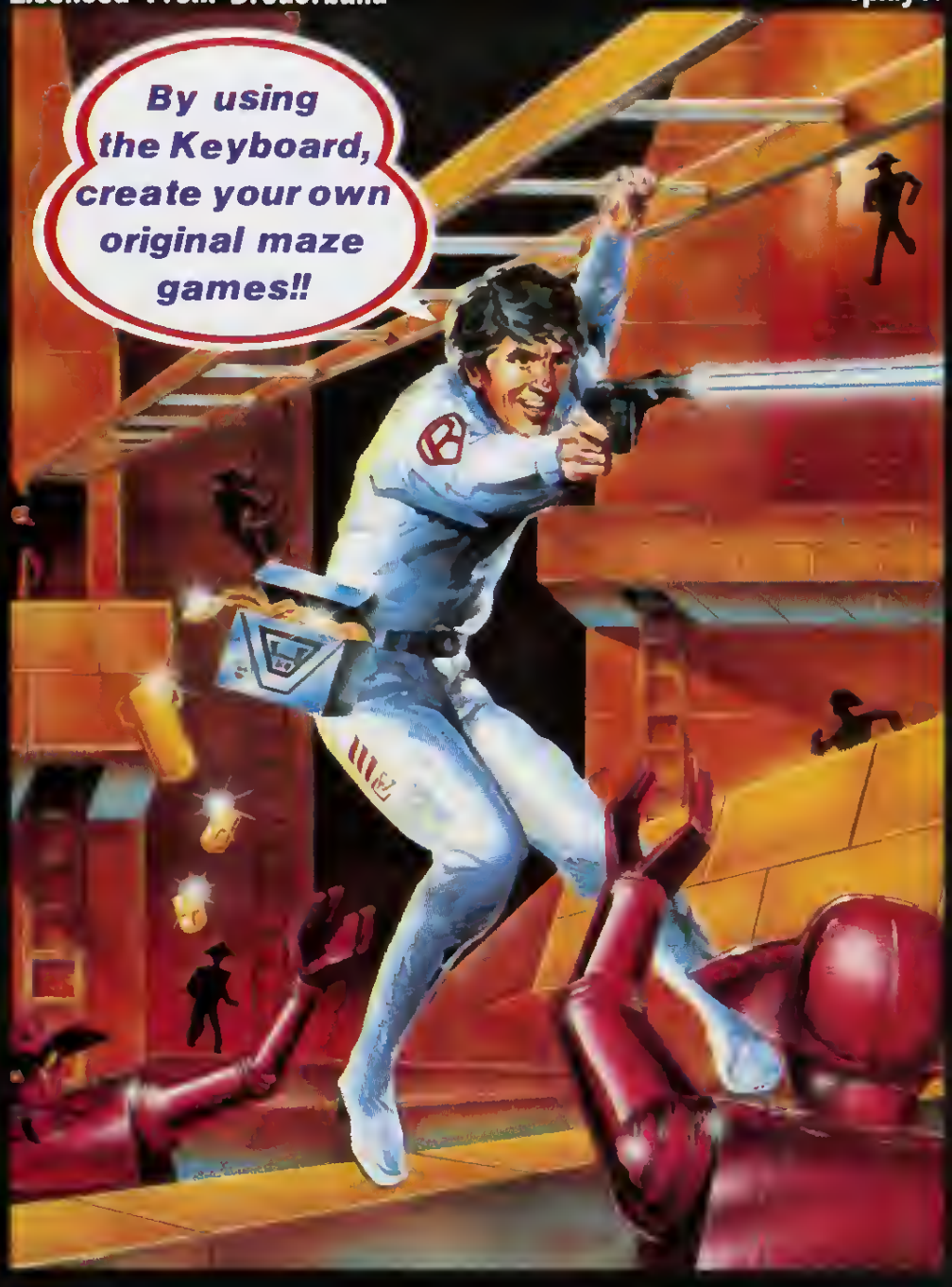
LODE RUNNER™

HOW TO PLAY

ROM 32KB

Licensed From Broderbund

1player



Game Cartridge
For SC-3000 or SG-1000

SEGA®

ENGLISH

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ENGLISH

GAME INSTRUCTIONS

(for one player)

In this game there are 80 scene levels in which you try to capture the gold chests that can be found in various places. Dig holes so as to let the enemy fall into them. Move quickly to bewilder your foe and try to climb up to the highest part of the screen in a sudden dash of speed. The maze levels from 81 to 256 are provided for your own designing enjoyment to create as many new games as you like!! This is really a super-game made just for an inventive type of game creator like yourself.

BEFORE YOU START

1. This Game Cartridge is intended for the SEGA Personal Computer SC-3000 series or the Computer Video Game SG-1000 series.

2. Turn the power "ON" after inserting the Cartridge in the ROM Cartridge Inlet of the SC-3000 series or the SG-1000 series.
   The Body and/or the Cartridge may be damaged if you insert the Cartridge in the body without turning the power off, so care should be taken in this respect.

3. A Joystick for the SG-1000 series and the Keyboard or Joystick (optional) for the SC-3000 series can be used to control this game. The SEGA's Keyboard (SK-1100/optional) can be connected to the SG-1000 series so as to allow keyboard operation similar to that of the SC-3000.

4. When playing by using the Joystick for the SC-3000 series, insert the Connector into the "JOY 1" port.

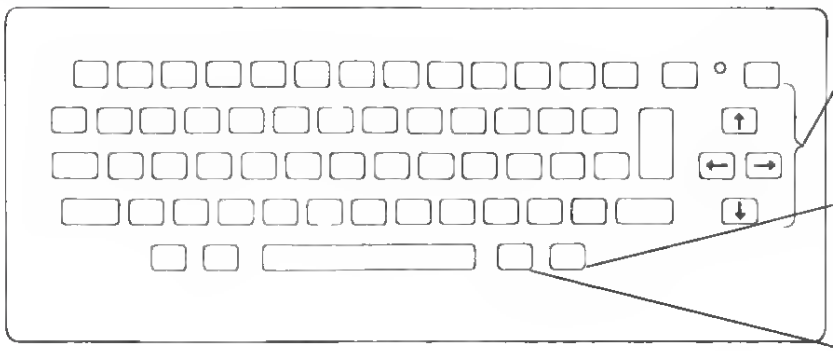
5. When playing by using the Keyboard (SC-3000 series and SG-1000 series + SK-1000), refer to the illustration.

6. After using the Cartridge, turn the console power "OFF", pull the Cartridge out and put it in a case for careful storage.

HOW TO OPERATE

ENGLISH

When playing by using the Keyboard
(SC-3000 series and SG-1000 series + SK-1100)



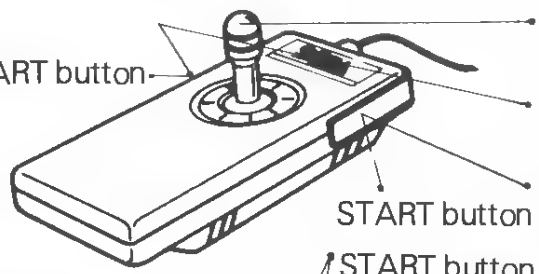
START button.
Maneuvers the player by CURSOR control keys.

START button.
Button for digging holes to the right of the player.

START button.
Button for digging holes to the left of the player.

When playing by using the Joystick
(SJ-200, SJ-150 & SJ-300)

SJ-200

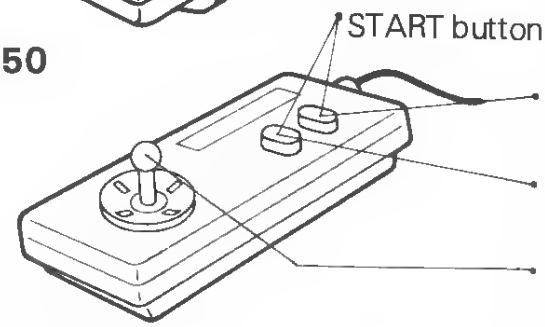


Game START.
Maneuvers the player.

Button for digging holes to the left of the player.

Button for digging holes to the right of the player.

SJ-150

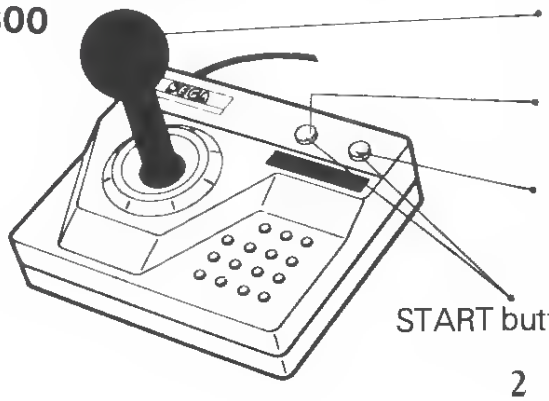


Button for digging holes to the right of the player.

Button for digging holes to the left of the player.

Game START.
Maneuvers the player.

SJ-300



Game START.
Maneuvers the player.

Button for digging holes to the left of the player.

Button for digging holes to the right of the player.

START button

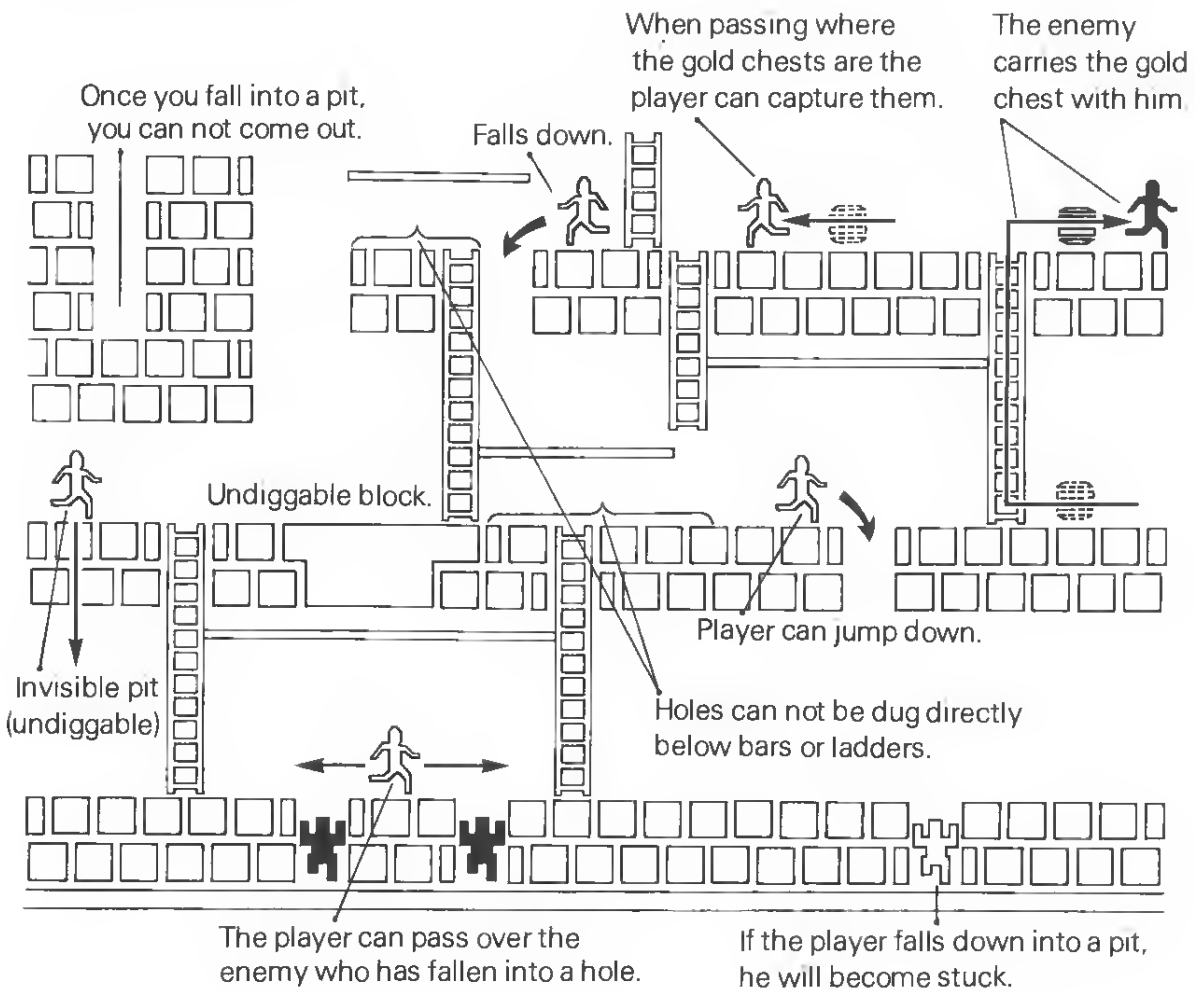
HOW TO PLAY

- Press the START button to commence game play.
- Maneuver the player by using the JOYSTICK or CURSOR control keys of the Keyboard.
- Dig holes by using the 2 buttons (the Joystick controller panel's right and left buttons) or the **HOME/CLR** or **INS/DEL** keys of the Keyboard. Holes can be drilled in the blocks that have cracks but not directly below the ladders or bars and not in a pit. The holes made will be filled up after a certain period of time passes. Be sure to drill the holes in a manner which enables you to play in an advantageous position.
- You can safely pass over the pits from the moment that the enemies fall into them and become stuck.
- Those enemies who fall into the pits will come out after a certain period of time has elapsed. Depending on the player's timing when drilling a hole, the enemies may find themselves buried in it.
- Once the player falls into the pits, he will not be able to come out and will become buried there.
- When passing where the gold chests are, the player can capture them. If he is successful in collecting all of the treasure and reaches the highest part of the ladder, then he can proceed to the next level but sometimes this is not possible because one or more enemies are still hiding the gold chests. Drill holes so as to cause the enemies to fall into the pits and you can then capture their gold chests.
- The number of players allowed for one game is 5. A player is added every time one level is cleared.
- For the first 80 level scenes, baffling mazes appear one after another. The most interesting part of the "LODE RUNNER" is to figure out what sort of technique should be utilized in order to solve each maze riddle.
- By using the Keyboard or the Joystick during game play, special maneuvering can freely be done to change the LEVEL numbers, the number of MEN (players) and to delete the players who became stuck in the pits. For details, refer to page **5** for the SG-1000 series, page **6** for the SC-3000 series and the SG-1000 series + SK-1100.
- By using the Keyboard, you can create your own original mazes from levels 81-256 and SAVE them on tape, thereby enabling you to enjoy playing the game that you yourself created at anytime in the future. For details, refer to page **6—10**.

SCORES

Digging a hole	250 points
Causing the enemy to fall into a hole	75 points
When the enemy is buried in a hole	75 points
Bonus	1,500 points
	(every time one level is cleared.)

ILLUSTRATION


When passing where the gold chests are the player can capture them.
The enemy carries the gold chest with him
Once you fall into a pit, you can not come out.
Falls down.
Undiggable block.
Player can jump down.
Invisible pit (undiggable)
Holes can not be dug directly below bars or ladders.
The player can pass over the enemy who has fallen into a hole.
If the player falls down into a pit, he will become stuck.

FOR THE USERS OF THE SG-1000 SERIES

I. During play, keep the 2 buttons (the Joystick controller panel's right and left buttons) simultaneously pressed down for some time, and the following will be displayed on the screen:

1. PLAY LEVEL
2. ADDITIONAL PLAYERS
3. ESCAPE
4. RETURN

Move the Joystick vertically and select any of the above numbers (1 ~ 4) which will then blink.
By so doing, the following operations are possible:

1. PLAY LEVEL:
   Press the Joystick controller panel's left-hand side button to proceed through the levels (scene numbers) one by one, and press the right hand side button to regress the level numbers to the previous level numbers one by one.

2. ADDITIONAL PLAYERS:
   By pressing either one of the 2 buttons of the Joystick controller panel, the number of players can be increased from 1 to 999.

3. ESCAPE:
   Press either button so as to have this display when the player is trapped in the mazed wall, making it impossible to continue playing the game. You will lose the player when you press the button and the game will restart.

4. RETURN:
   After selecting the play level and the number of additional players, press either one of the 2 buttons to restart the game.

II. You can fully enjoy playing the game by using the SG-1000 series only but you can not create your own mazes.
If you desire to design your own games, use the SEGA Keyboard SK-1100 by connecting it to the SG-1000 series.

FOR THE USERS OF THE SC-3000 SERIES AND SG-1000 SERIES + SK-1100

During play, the following operations are possible.

CTRL-**6**: Proceeds to the next level (scene no.).

CTRL-**2**: The number of players can be increased from 1 to 999.

CTRL-**A**: Press this when the player is stuck in the mazed walls and unable to continue game play. You will lose the player when you press the button and the game will restart.

CTRL-**R**: Pushing this will result in a GAME OVER and the play mode will return to the DEMO mode which was the status before game play.

When playing the selected game of your preference, control operation is as follows:

ⓐ EDIT MODE INPUT

Depending on the screen status, the following 3 ways are applicable:

- During the DEMO mode, **CTRL** – **E**
- During game play, **CTRL** – **R** → **CTRL** – **E**
- After pressing the START button and before moving the player } **CTRL** – **E** → CURSOR control keys,

  HOME CLR, **INS DEL,**

  Joystick or Joystick controller panel's right and left buttons

  Move either one of the above

} **LODE RUNNER BOARD EDITOR**

* When pressing **CTRL** – **E** or **CTRL** – **R**, press the 2 keys (**CTRL** + **E** or **R**) simultaneously.

ⓑ PLAY LEVEL INPUT

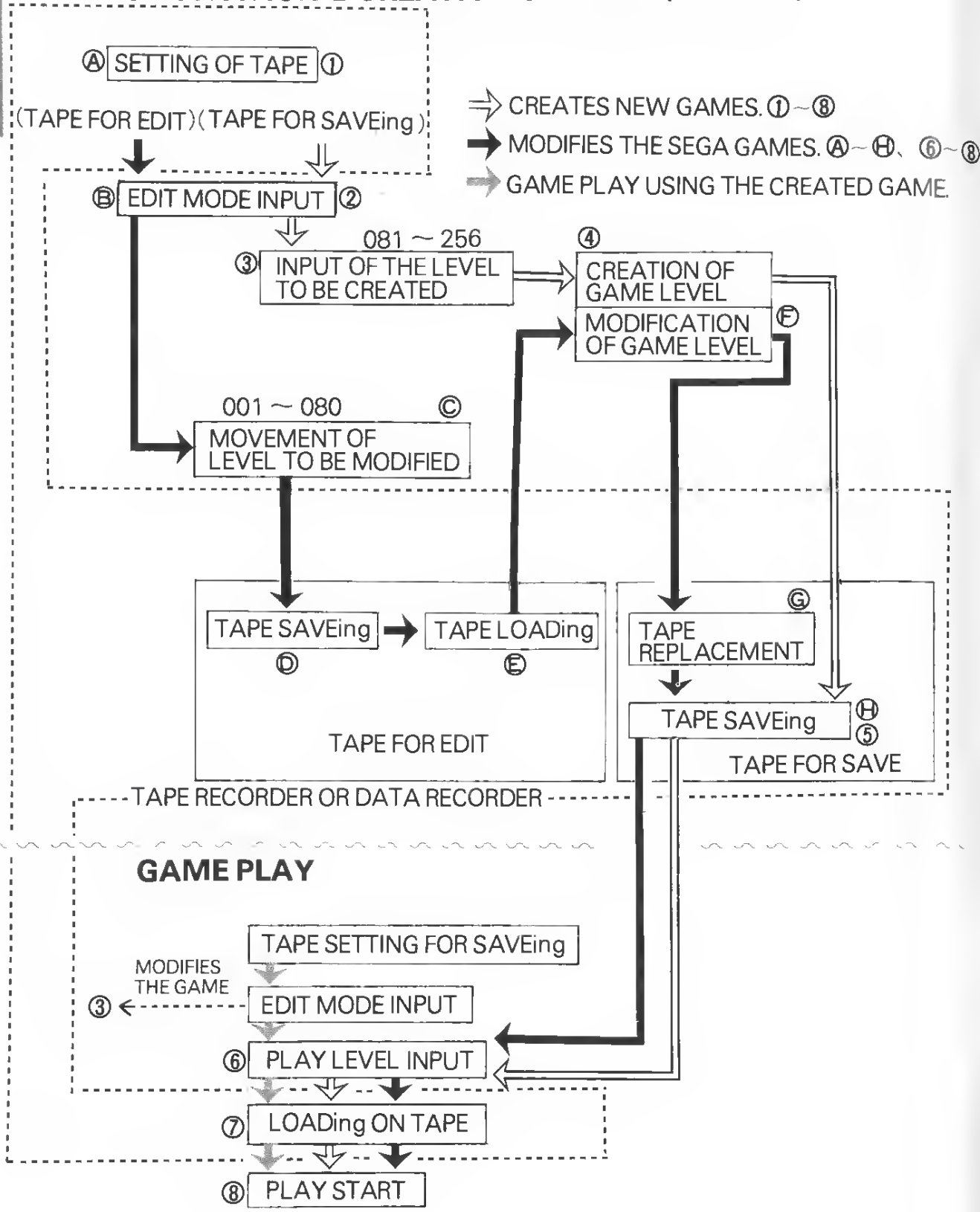
P → **PLAY LEVEL 0 0 1** → 001 - 080 (input the level no.)

↓

PLAY LEVEL X X X → **CR** → PLAY START

Now, it's time for you to create your own original games and SAVE them on tape for your future playing enjoyment.
Decide on whether you would like "to create your own games from the beginning" or "to modify SEGA's games into new games"
To begin with, refer to Tables 2 and 3, and then Table 1 after you become familiar with the 2 tables.
You will find that games can easily be created.
Prepare 2 kinds of tapes, one for EDIT (used when SAVEing the games to be modified) and the other for SAVEing (to save the newly created games).

MODIFICATION & CREATION OF GAME (TABLE 1)



CREATING A NEW GAME (TABLE 2)

①SET THE TAPE FOR SAVEing ON THE TAPE RECORDER

(SEE CAUTION 2 ON PAGE **10**)

②EDIT MODE INPUT (SAME AS ⓐ ON PAGE 6)

③INPUT OF THE LEVEL TO BE CREATED

E → **EDIT LEVEL 001** → ENTER LEVEL No. (081-256)

EDIT LEVEL 081

↓

CR

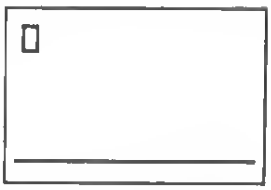
↓

TAPE LOAD (Y/N)

↓

N

(SEE CAUTION 3 ON PAGE **10**)



THE CURSOR COMES TO THE LEFT END OF THE BLACK SCREEN

④CREATION OF GAME LEVEL

MOVE THE CURSOR ON THE SCREEN BY THE CURSOR CONTROL KEY AND PRESS THE 1 ~ 0 KEYS TO CREATE GAME LEVELS

1 DIGGABLE BLOCK

2 UNDIGGABLE BLOCK

3 LADDER

4 BAR

5 PIT

6 THE LADDER THAT APPEARS AFTER CAPTURING ALL THE GOLD CHESTS

7 GOLD CHEST

8 ENEMY (THE MAXIMUM NO IS 5)

9 PLAYER (1)

0 BLANK (DELETES THE CREATED SCENE LEVEL)

(SEE CAUTION 4 ON PAGE **11**)

⑤SAVEs ONTO THE TAPE

CTRL – Q → **LEVEL HAS BEEN - - - MODIFIED LEVEL (Y/N)**

LODE RUNNER BOARD EDITOR ← N ← TAKE NOTE OF THE TAPE RECORDER'S COUNT METER AT THE TIME OF SAVE START

SAVE START ← Y ← THE SAVEing STATUS BY THE TAPE RECORDER (REC - PLAY OR SAVE-LOAD)

↓

SAVE END → **LODE RUNNER BOARD EDITOR** → **TAPE STOP**

↓

TAKE NOTE OF THE TAPE RECORDER'S COUNT METER AT THE TIME OF THE COMPLETION OF SAVEing

ANOTHER METHOD OF SAVING

CTRL – S TAKE NOTE OF THE TAPE RECORDER'S COUNT METER AT THE TIME OF SAVE START AND THEN PRESS THIS AFTER MAKING

SURE THAT THE TAPE RECORDER IS IN A SAVE CONDITION AND YOU CAN SAVE AT ONCE. TAKE NOTE OF THE COUNT METER AT THE TIME OF THE COMPLETION OF SAVEing.

(SEE CAUTION 5 & 6 ON PAGE 11)

GAME PLAY USING THE CREATED GAME

SET THE SAVE TAPE THAT HAS SAVED NEW GAMES

EDIT MODE INPUT (SAME AS ⓐ ON PAGE 6) - - - - - - - - → ③

⑥ PLAY LEVEL INPUT

P → **PLAY LEVEL 001** → ENTER PLAY LEVEL NO. (081 -256)

TAPE LOAD (Y/N) ← **CR** ← **PLAY LEVEL 0 8 1**

⑦ LOAD FROM TAPE

REVIEW TAPE UP TO THE COUNT METER NO. WHICH WAS TAKEN NOTE OF AT THE TIME OF SAVE START → **Y** → **LOAD START** → **TAPE LOAD (PLAY)**

FOUND

LOAD END → GAME LEVEL IS DISPLAYED ON THE SCREEN → TAPE STOP

(SEE CAUTION 8 ON PAGE 11)

⑧ PLAY START

MODIFICATION OF A SEGA GAME (TABLE 3)

Ⓐ SET EDIT TAPE IN THE TAPE RECORDER

Ⓑ EDIT MODE INPUT (SAME AS ⓐ ON PAGE 6)

Ⓒ MOVEMENT OF THE LEVEL TO BE MODIFIED

M → **MOVE LEVEL 001**

ENTER THE NUMBER OF LEVEL TO BE MODIFIED (001 - 080)

MOVE LEVEL 001 → **CR**

MOVE LEVEL 001 TO LEVEL 001

ENTER WHICH NUMBER (081 - 256) THE LEVEL IS TO BE MOVED TO.

MOVE LEVEL 001 TO LEVEL 082

CR → **MOVE LEVEL 001 TO LEVEL 082**

TAPE SAVE (Y/N)

(SEE CAUTION 3 ON PAGE 10)

(CONTINUED ON THE NEXT PAGE)

Ⓓ SAVE THE LEVEL TO BE MODIFIED ONTO TAPE.

THE STATUS OF SAVEing BY THE TAPE RECORDER (REC-PLAY OR SAVE-LOAD) → [Y] → [SAVE START] → [SAVE END]

↓

TAPE REVIEW ← TAPE STOP ← [LODE RUNNER BOARD EDITOR]

Ⓔ LOAD FROM TAPE

[E] → [EDIT LEVEL 0 8 2] → [CR] → [TAPE LOAD (Y/N)] → [Y]

(SEE CAUTION 7)

↓

[LOAD END] ← [FOUND] ← TAPE LOAD (PLAY) ← [LOAD START]

(SEE CAUTION 8)

↓

THE SCREEN ON WHICH THE CURSOR COMES TO THE LEFT END CAN BE SEEN → **TAPE STOP**

Ⓕ MODIFICATION OF GAME LEVEL (SAME AS ④ ON PAGE 8)

(SEE CAUTION 4)

Ⓖ REPLACE THE TAPE RECORDER'S EDIT TAPE WITH TAPE FOR SAVEing.

(SEE CAUTION 2)

Ⓗ SAVE THE SCENE LEVEL OF WHICH MODIFICATION WAS COMPLETED ONTO TAPE (SAME AS ⑤ ON PAGE 8).

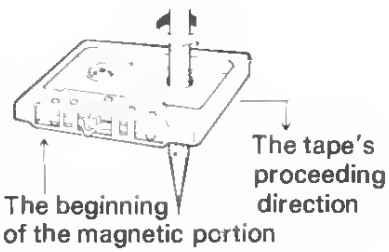
(SEE CAUTION 5 & 6)

HOW-TO-PLAY AS PER ⑥ & ⑦ ON PAGE **9**

CAUTIONS FOR OPERATION

CAUTION 1: The 4 Joystick operations mentioned on page **5** are applicable only when the Joystick is connected to the SG-1000 series and the connection of the Joystick to the Keyboard (SC-3000 series and SG-1000 series + SK-1100) will be ineffective. Operate the Keyboard in a manner as shown on page **6** .

CAUTION 2: When initially setting the tape for SAVE, make sure that the beginning of the magnetic portion which is recordable matches the position marked with an arrow as shown below in a manner so as to have the tape recorder's count meter become [0 0 0] at said position.



CAUTION 3: Even when SAVEing onto a tape by creating various games, entering level numbers in the sequential order is not always necessary. However, it is convenient and easy to SAVE the 176 levels from level 81 to 256 in the sequential order.

CAUTION 4: When completing the game level programming, always make sure that the player is participating in the game.

CAUTION 5: When SAVEing, be sure to record the tape recorder's count meter at the time when SAVEing started and when it was completed. Otherwise, LOADing may not be possible or the games that were previously created and SAVEed may be deleted at the time of the next SAVEing. Also, be sure to SAVE the next game 4 or 5 seconds into the tape after the finish of the SAVEing of the previous game.

CAUTION 6: SAVE may not be possible by utilizing the other maker's tape recorders. Neither the SC-3000 series nor the SG-1000 series + SK-1100 has the VERIFY function. Upon the completion of SAVEing, be sure to check if SAVEing has been done correctly by displaying the actual game on the screen in the manner as per ⑥ and ⑦ described on page 9 .

CAUTION 7: Moving this level will not cause the original level 1 to be deleted. The game which was moved to level 200 and then modified can not be transferred to the original level 1.

CAUTION 8:
- When the LOADing from the tape ends with the display of SKIP — — the number of the level entered at the time of SAVEing and that entered at the time of LOADing are different. Rewind the tape, turn the power for the Personal Computer off and then turn the power on, input the EDIT mode and operate as per ⑥ and ⑦ as described on page 9 .
- When TAPE READ ERROR is displayed while LOADing from the tape — — after a certain period of time, the status will become as when the EDIT mode was input, so operate as per ⑥ and ⑦ on page 9 . This sort of error often occurs where the sound volume is not appropriate or when old tapes are used. This is not the computer's fault but is due to the cassette recorder's performance. Try again by changing the levels of the cassette recorder's sound volume and tone control. If LOADing can still not be properly done, then use the SEGA DATA RECORDER SR-1000.

LIST OF SPECIAL KEYS

KEYS	FUNCTIONS
CTRL - 6	Proceeds to the next level (scene no.).
CTRL - 2	Increases the number of players from 1 to 999
CTRL - A	Press this key when the player is stuck in the mazed walls and game becomes no longer continuable. You will lose the player when you press the button and the game will restart
CTRL - R	Pressing this key makes GAME OVER appear on the screen and the status returns to the DEMO mode before playing the game.
CTRL - E	Inputs the EDIT mode
E	Inputs the level of the game to be created
P	Inputs the level of game play.
M	Inputs the level of the game to be modified
CTRL - Q	SAVEing can be done after confirming whether to SAVE or not
CTRL - S	Can SAVE at once.

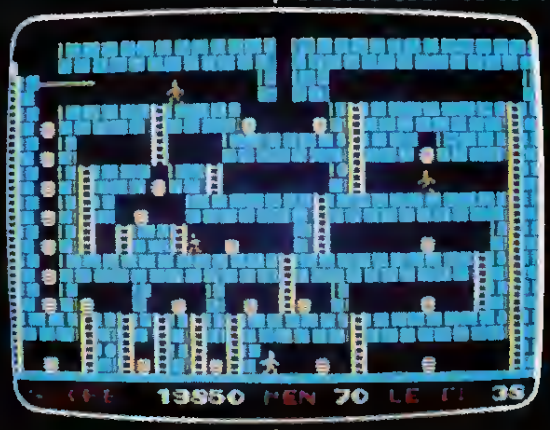
LODE RUNNER™

In this game, the player is required to repeatedly "think" and "take action" to go through and clear the maze scenes by solving their mysterious riddles while averting the enemy's guards who are relentlessly in pursuit of him.
After collecting all of the gold chests, you must come up with new fresh ideas in order to successfully challenge the next level scene
Although your experience gained from the previous play action will help you overcome some of the future maze scenes, you still have to be constantly on the alert
You can also enjoy creating your own games by using the keyboard.
This is an intriguing game which requires intellectual depth to skillfully maneuver the unknown maze structures that consecutively develop one after another

* Use this game cartridge on SEGA Personal Computer SC-3000 or SEGA Computer Video game SG-1000.
* The actual appearance of this product may differ from that of the package's illustration
* We are confident in the quality of our products. However, if you find any problem with said product, please contact the store that you bought this product from.

Le joueur doit, dans ce jeu, alternativement "penser" et "agir" pour traverser avec succès le labyrinthe en résolvant ses énigmes mystérieuses tout en évitant les gardes de l'ennemi qui le poursuivent implacablement.
Après avoir récolté tous les coffrés d'or, vous devez trouver de toutes nouvelles idées afin de faire face avec succès à la scène suivante.
Bien que l'expérience acquise par les actions de jeu précédentes vous aideront à vaincre certaines des scènes de labyrinthe futures, vous devez cependant être constamment sur le qui-vive
Vous pouvez également créer vos propres jeux en utilisant le clavier.
C'est un jeu intrigant qui nécessite une certaine profondeur intellectuelle pour manoeuvrer avec adresse les structures inconnues de labyrinthe qui se développent consécutivement, les unes après les autres

* Utilisez cette cassette de jeu sur l'ordinateur personnel SC 3000 SEGA ou sur l'ordinateur pour jeux vidéo SG-1000 SEGA
* Il se peut que l'aspect véritable de cet article ne corresponde pas à l'illustration représentée sur son emballage
* Nous avons entièrement confiance dans la qualité de nos produits. S'il arrivait pourtant que vous ayiez un problème avec cet article, nous vous prions de contacter le magasin où il a été acheté.



In questo gioco, bisogna continuare a "pensare" e a "passare all'azione" per districarsi nel labirinto misterioso, per scoprirne i segreti e sfuggire alle guardie del nemico, sempre all'inseguimento.
Dopo aver raccolto tutti gli scrigni, bisognerà trovare idee completamente nuove, per far fronte alla sfida lanciata al livello seguente
Benchè l'esperienza raccolta nelle azioni precedenti sia di grande aiuto per affrontare i labirinti futuri, bisognerà essere continuamente all'erta
Si possono pure creare schemi di gioco propri, usando la tastiera
Questo é un gioco appassionante, che domanda un grande impegno intellettuale, per manovrare abilmente le sconosciute strutture del labirinto, che si sviluppano improvvisamente uno dopo l'altro

* Usare questa cartridge sul SEGA personal Computer o SEGA Computer Video game SG-1000.
* In realtà, l'aspetto di questo prodotto può essere diverso da quello del prodotto illustrato sull'imballaggio
* Crediamo nella qualità dei nostri prodotti, tuttavia, qualora aveste problemi con detto prodotto, si prega di rivolgersi al negozio dove il prodotto è stato acquistato

Dies ist ein Spiel, bei dem man wiederholt "denken" und dann "handeln" muß, um in den verwirrenden Labyrinthen seinen Weg zu finden, wobei man einerseits mysteriöse Rätsel lösen und andererseits die feindlichen Wächter umgehen muß, welche einem immer dicht auf den Fersen folgen.
Wenn man alle Goldtruhen gesammelt hat, sind neue Ideen und Wege nötig, um die folgende Spielstufe erfolgreich zu meistern
Obwohl die in den vorherigen Stufen gesammelte Erfahrung eine große Hilfe bei der Überwindung neuer Probleme bedeutet, muß man dennoch unablässig auf der Hut sein.
Mit der Tastatur können Spiele auch selbst zusammengestellt und gespielt werden.
Dies ist ein fesselndes Spiel und erfordert einiges an intellektueller Tiefe für die Uberwindung der Probleme, die in Form von sich immer neu entwickelnden Labyrinthen gestellt werden

* Diese Spiel-Kassette kann mit dem SEGA Personal Computer SC-3000 oder dem SEGA Videospiel SG-1000 verwendet werden.
* Das Aussehen dieses Produkts kann von der auf der Verpackung gezeigten Illustration verschieden sein
* Wir sind von der Qualität unserer Produkte überzeugt. Falls sich mit diesem Produkt jedoch Probleme ergeben sollten, so wenden Sie sich bitte an das Geschäft, wo es gekauft wurde

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